

Campus Recreation

University of South Carolina Student Life

Intramural 2v2 Cornhole Tournament

Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures

Changes from previous season have been highlighted in yellow

Section 1: General Information

A. General IM Procedures

1. Teams should arrive 15 minutes before the game to check-in with the supervisor.
2. All participants must display a valid Carolina Card before each game to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
3. Teams are expected to begin the game at the scheduled time.

B. Defaults

1. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
2. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
3. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in **a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE.** The team will receive a 3-sportsmanship rating for each default.
4. The USC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. Forfeits

1. A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. **A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.**
2. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. **A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.**

D. Team Choice (5 minutes: 5 minutes)

1. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 1. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.

2. Cornhole (10:1 game)

E. Sportsmanship

1. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

F. Playoffs

1. All teams are eligible for post season play if they do not forfeit more than once or default more than twice and they complete the season with the required sportsmanship rating (3.0).

G. Miscellaneous

1. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
3. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

The game will be played according to the current American Cornhole Organization rules if not explicitly stated in this document.

A. Location

1. All games will be held at the Green Amphitheater next to the STWFC Outdoor Pool Deck, or STWFC Field 4 in between STWFC Pool and Greek Village.

B. Equipment

1. All cornhole boards and bags will be provided by the Sport Programs Staff
2. Boards must measure at twenty-seven (27) feet from front end to front end, and forty-five (45) feet from back end to back end

C. Team

1. All players must be registered on the team's imleagues.com roster to be eligible to play.
2. Teams must have a minimum of 2 players to begin play.

D. Time

1. Teams will play as many games as they can in forty-five (45) minutes.
2. Game scoring is kept up by team captains. League Officials will handle any score discrepancies and/or will address teams that are stalling or slow playing.

E. The Game / Scoring

1. The first team with 21 points wins the game.
 - i. If any team surpasses twenty-one (21) points at the end of their turn, they will "bust" and their score will be dropped back down to fifteen(15) points.
2. The team that wins the most games in the time limit, wins the match.
3. Each game ending score will be recorded by a League Official.

F. Playoffs

1. All teams are eligible for post-season play provided that they do not forfeit, do not default more than twice, have a 3.0 sportsmanship rating average
2. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.